

## Allum

Rules: 2nd Edition

Player: Panu

Concept: \_\_\_\_\_

Caste: Zenith

Motivation: \_\_\_\_\_

## Essence

Personal Pool 15 (15) Total / \_\_\_\_ Available  
Peripheral Pool 37 (37) Total / \_\_\_\_ Available

### Attributes

Strength ●●●●●○○○  
Dexterity ●●●●●○○○  
Stamina ●●●●●○○○  
  
Charisma ●●●●●○○○  
Manipulation ●●●●●○○○  
Appearance ●●○○○○○○○  
  
Perception ●●○○○○○○○  
Intelligence ●●●○○○○○  
Wits ●●○○○○○○○

### Virtues

Compassion ●●●○○○  
Temperance ●●○○○○  
Conviction □□□□□  
Valor ●●○○○○  
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### Virtue Flaw

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### Anima

- ◆ Cause Caste Mark to glow brightly (1 mote)
- ◆ Cause anima to glow bright enough to read by (1 mote)
- ◆ Know the precise time of day (1 mote)
- ◆ \_\_\_\_\_

Motes	Banner Flare	Stealth
1-3	Caste Mark glitters	Normal
4-7	Caste Mark burns	+2
8-10	Coruscant Aura	Impossible
11-15	Brilliant Bonfire	Impossible
16+	Totemic Aura	Impossible

### Abilities

Dawn  
□ Archery ○○○○○○○○  
■ Martial Arts ●●●●●○○○  
□ Melee ○○○○○○○○  
■ Thrown ●●●○○○○○  
□ War ○○○○○○○○  
  
Zenith  
■ Integrity ●●●●●○○○  
■ Performance ●●●●●○○○  
■ Presence ●●●○○○○○  
■ Resistance ●●●●●○○○  
■ Survival ●●●●●○○○  
  
Twilight  
■ Craft ●●●○○○○○  
□ Investigation ○○○○○○○○  
□ Lore ●●●○○○○○  
□ Medicine ●●○○○○○○○  
■ Occult ●●●○○○○○  
  
Night  
+ ■ Athletics ●●●●●○○○  
□ Awareness ●●○○○○○○○  
+ □ Dodge ●●●○○○○○  
+ □ Larceny ○○○○○○○○  
+ □ Stealth ○○○○○○○○  
  
Eclipse  
□ Bureaucracy ○○○○○○○○  
□ Linguistics ●●○○○○○○○  
+ □ Ride ●○○○○○○○○○  
□ Sail ●○○○○○○○○○  
□ Socialize ●●○○○○○○○

### Crafts

Craft - Earth ●●●○○○○○  
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### Specialties

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+ : This ability is commonly affected by mobility penalty.

### Willpower

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### Intimacies

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\_\_\_\_\_  
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### Social Combat

Join Debate				4	Dodge MDV				6	
Attack	Speed Honesty			Attack/MDV			Deception		Rate	
				Attack/MDV			Attack/MDV			
Presence		4		7		4		6	3	2
Performance		6		9		5		8	4	1
Investigation		5		4		2		3	2	2
Common Actions				Common DV Modifiers						
Action	Speed	DV		Source	Modifier					
Join Debate	5	None		Appearance	Difference					
Attack	Above	-2		Motivation	+/- 3					
Monologue	3	-2		Virtue	+/- 2					
Miscellaneous	5	-2		Intimacy	+/- 1					

### Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1 10	+0 5 B	+2 6	3		N
Kick	5	+0 9	+3 8 B	-2 4	2		N
Clinch	6	+0 9	+0 5 B	+0 5	1		C,N,P

### Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	5	2	■	■
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
Total	5	2	0	0
_____	Close Combat	_____	Range	_____

### Movement & Health

Move	Dash	Jump (H/V)	Health Levels
4	10	18	9
3	9	16	8
2	8	14	7
1	6	10	5
Subtract Mob. Pen. Twice for h. jump.	Incap.	□□□□□□□□□□	□□□□□□□□□□

Rules  
◆ **Health:** Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.  
◆ **Death and Dying:** If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.  
◆ **Marking Damage:**  
☑ Bashing ☑ Lethal ☑ Aggravated

### Combat

Join Battle	4	Dodge DV	5	Knockdown	10	10	Stunning	5	10
_____	-Mob. Pen	Threshold / Pool	Threshold / Pool	Threshold / Pool	Threshold / Pool	Threshold / Pool	Threshold / Pool	Threshold / Pool	Threshold / Pool
Order of Attack Events	Knockdown	Common Actions	Speed	DV Pen	Action	Speed	DV Pen	Action	Speed
1. Declare Attack	Characters are knocked down if an attack deals more raw damage than their Knockdown Threshold. Roll Knockdown Pool (2) to avoid. Rising from prone requires an action. Prone characters take a -1 external penalty to all nonreflexive physical rolls.	Join Battle	Varies	None	Ready Weapon	5	-1	Physical Attack	Varies
2. Declare Defence		Physical Attack	Varies	-1	Coordinate Attack	5	None	Aim	3
3. Attack Roll		Aim	3	-1	Guard	3	None	Dash	0
4. Attack Reroll		Move	0	None	Miscellaneous	3	-2	Jump	5
5. Subtract Penalties/Apply Defenses		Dash	3	-2	Rise from Prone	5	-1	Incapacitated	5
6. Defence "Reroll"		Jump	5	-1	_____	5	Special	_____	_____
7. Calculate Raw Damage		Incapacitated	5	Special	_____	_____	_____	_____	_____
8. Apply Hardness & Soak, Roll Damage		_____	_____	_____	_____	_____	_____	_____	_____
9. Counterattack		_____	_____	_____	_____	_____	_____	_____	_____
10. Apply Damage, Knockdown & Stunning		_____	_____	_____	_____	_____	_____	_____	_____
Full combat rules on pages 140-158.		_____	_____	_____	_____	_____	_____	_____	_____

### Backgrounds

Familiar	●●●●●
Manse	●○○○○
Resources	●○○○○
Influence	●●○○○
Allies	●●●○○
Followers	●○○○○
	○○○○○
	○○○○○

[illegible]

Languages
Low Realm, Riverspeak, Old Realm

Experience

24 total - 20 spent = 4 banked

## Generic Charms

[illegible]

Charms

[illegible]